

Wii U Application Purpose Editor

Manual

2015-12-21

Version 2.1

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and should be handled accordingly.**

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1 Introduction

1.1 The Application Purpose Editor

This software is used to create and edit specifications that describe the purpose of an application, such as whether it includes a network release.

Game data hash information is embedded in the Application Purpose Sheet that is used for verification during game disc production.

Create an Application Purpose Sheet that lists the purpose for the target version of the title and submit it to Nintendo along with the Master ROM Submission Sheet.

Later, if the application purpose is updated, such as to add support for dual-media sales, submit a new Application Purpose Sheet that describes the additional purpose.

1.2 Required Environment

To run the Application Purpose Editor, you need the 64-bit version of the Microsoft .NET Framework 4 package (or later) and corresponding Language Pack. You can obtain the package from Windows Update or from the following URL.

- Microsoft .NET Framework 4
<http://www.microsoft.com/en-us/download/details.aspx?id=17718>
- Microsoft .NET Framework 4 Full Japanese Language Pack (x86/x64)
<http://www.microsoft.com/ja-jp/download/details.aspx?id=3324>

Operation has been confirmed on 64-bit versions of Windows 7 SP1 and Windows 8.1. It does not work in 32-bit environments.

1.3 Installing and Uninstalling

No installation or uninstallation is required. The files in the package can be used immediately after they have been unzipped. Delete the archive folder after all the files have been extracted. This tool does not use the Windows registry.

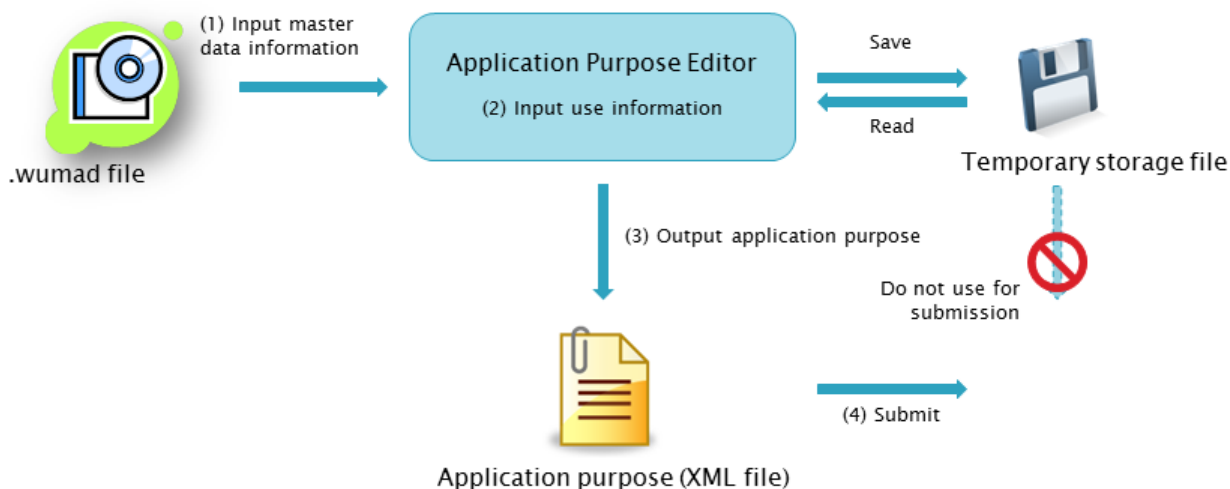
2 Using the GUI Version

2.1 Overview

The executable file `ApplicationPurposeEditor.exe` included in the package is the software. Run this file.

Figure 2-1 gives an overview of how to use the software with the application purpose.

Figure 2-1 Overview of How to Use the Application Purpose Editor

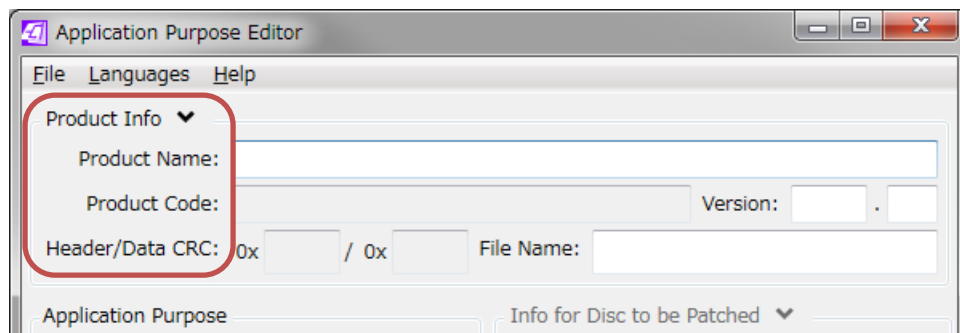


2.2 Entering Master Data

From the **Product Information** menu , either select the WUMAD file for submission or drag it into the group box area to enter application information.

Make sure that you select a WUMAD file for submission that has already had the CRC calculations done and the master submission information embedded.

Figure 2-2 Product Information That Can Be Dragged and Dropped



2.2.1 Product Name

Enter the application's product name. When the WUMAD file is opened, the information recorded in it is reflected in the Application Purpose Editor.

2.2.2 Product Code

The product code for the application recorded in the opened WUMAD file appears. It cannot be edited.

2.2.3 Version

Enter the application's version information using the format "`<remaster_version>.<submission_version>`". When the WUMAD file is opened, the information recorded in it is reflected in the Application Purpose Editor. Remastered versions cannot be edited.

2.2.4 Header/Data CRC

The header and data CRCs for the application recorded in the opened WUMAD file appear as 4-digit hexadecimal numbers. They cannot be edited.

2.2.5 Filename

Enter the name of the WUMAD file you are submitting. When the WUMAD file is opened, its filename is reflected in the Application Purpose Editor.

2.3 Enter Details

Select the applicable check boxes in the **Application Purpose** section.

Figure 2-3 Application Purpose List

Product Name:

Product Code: Version: .

Header/Data CRC: 0x / 0x File Name:

Application Purpose

☒ General Application

☐ Production of Discs

☐ Digital Distribution

☒ Kiosk Demo

☐ Standalone Retail Kiosk Demo

☐ Networked Interactive Kiosk Demo

☒ eShop Downloadable Demo

☒ Patch

☐ Production of Patched Discs

☒ Production of Not-for-sale Discs

☐ Other

Info for Disc to be Patched ▼

Product Code:

Version: .

Header/Data CRC: 0x / 0x

File Name:

2.3.1 General Application

Select **General Application** if the title is not a patch or demo version and is to be sold through retail sales, direct marketing, online sales, or through Nintendo eShop.

Select one of the distribution methods listed if you select this item. You must select **Production of Discs** and/or **Download Release**.

- Select **Production of Discs** when producing ROM discs that run on a production console.
- Select **Download Release** when offering a title for sale as a download from Nintendo eShop.

Note: When producing an updated disc, consider creating a **Disc to Be Patched**.

2.3.2 (RID) Demo

Select **Kiosk Demo** if the title is intended for use on kiosks located in a retail store.

Select its intended uses from those listed if you select this item. You must select one or both of **Standalone Retail Kiosk Demo** or **Networked Interactive Kiosk Demo**.

- Select **Standalone Retail Kiosk Demo** for titles whose content is to be loaded onto a retail kiosk from an optical disc.
- Select **Networked Interactive Kiosk Demo** for titles whose content is to be loaded on networked retail kiosks via the Internet.

2.3.3 eShop Downloadable Demo

Select **eShop Downloadable Demo** for titles to be distributed as downloadable demos from Nintendo eShop.

2.3.4 Patches

Select **Patch** for titles to be distributed as patches.

Select **Production of Patched Discs** along with the items listed below if it applies when you select this item.

- Select **Production of Patched Discs** if you are producing discs that can be patched after initial production. Enter information for a disc that can be patched after initial production under **Disc to be Patched**. When entering information under **Disc to be Patched**, select the WUMAD file in the same way as in step 2.2, either from the menu  or by dragging it into the editor.

2.3.5 Producing Not-for-Sale Discs

Select **Not-for-sale Disc** when producing ROM discs that will be distributed free of charge.

2.3.6 Other

Select **Other** for titles intended for a purpose that does not match any of the other choices.

If you select **Other**, be sure to enter a suitable description of the purpose of the application in the text box that appears below.

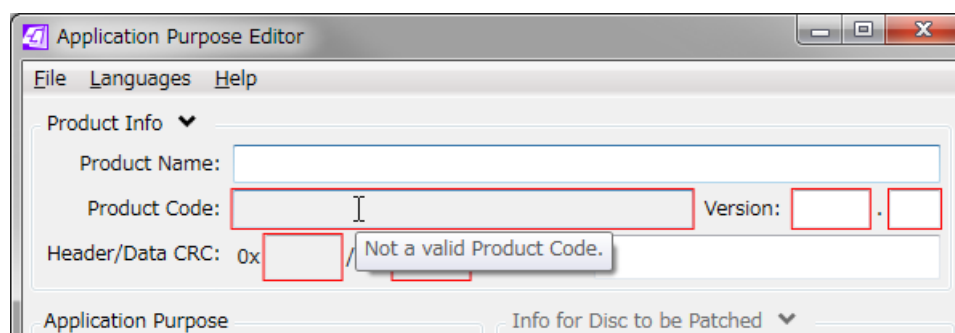
Warning: Only select **Other** when none of the other options under **Application Purpose** apply to a title. You may not select **Other** for master data being submitted for any other reason.

2.4 Exporting the Application Purpose Sheet

From the menu bar, select **File (F) > Export (E)**, and then select the save folder from the dialog box in which the application purpose is to be saved.

If the error message "Invalid input. Please check the input and fix any errors." appears, revise the highlighted items that caused the error and try exporting again.

Figure 2-4 Example of the Input Verification Error



You can display the exported Application Purpose Sheet by opening it with a browser, such as Internet Explorer, Firefox, or Google Chrome. Always verify that there is no error in the Application Purpose Editor window before submission.

Figure 2-5 Example of Application Purpose Sheet Export

Application Purpose Sheet - Format

Product Info

Product Name	Title foo
Product Code	WUP-N-RABA
Version	0.8
Header/Data CRC	0xCCCC / 0xDDDD
File Name	sample.wumad
Application Purpose	General Application
	Production of Discs, Digital Distribution
Exported Date	2014-05-26

Comments

bar

2.5 Saving and Loading a Temporary File

The Application Purpose Editor includes a feature for saving information being entered and continuing data entry later.

From the menu bar, select **File (F) > Save (S)**, and then select the save folder from the dialog box in which application instructions are to be saved.

When you select **File (F) > Open (O)** from the menu bar and then enter the name of a file to be loaded, that file is opened and all content is applied in the Application Purpose Editor window.

Note: When you open a file, application purpose sheets that have already been exported cannot be loaded. Version 1.x temporary files also cannot be loaded.

Warning: Be careful not to submit a temporary save file.

3 Using the Command Line Version

3.1 Overview

This is a command line version of the Application Purpose Editor designed to be incorporated into project build systems.

Some of the error checking available in the GUI version has not been implemented in the command line version, so Nintendo recommends using the GUI version for normal use.

3.2 Usage

3.2.1 Command Format 1

```
ApplicationPurposeEditorCui.exe WUP-N-RABA_00.00_PURPOSE.xml -MainWumad  
UN_RABA_00.00.wumad -Purpose General -PurposeDetailsFlag "DiscProduction,  
DownloadRelease"
```

Exports the Application Purpose Sheet file using all of the values in the WUMAD file, such as the product name and version.

This command format cannot be used with WUMAD files that do not have embedded submission information.

3.2.2 Command Format 2

```
ApplicationPurposeEditorCui.exe WUP-N-RABA_00.00_PURPOSE.xml -InputXml WUP-  
N-RABA_00.00_progress.xml
```

Exports the Application Purpose Sheet using a specified temporary file.

Specify the purpose, WUMAD file to access, product name, version, and similar information in the temporary file.

3.2.3 Command Format 3

```
ApplicationPurposeEditorCui.exe WUP-N-RABA_00.00_PURPOSE.xml -inp WUP-N-  
RABA_00.00_progress.xml -purpose Patch -purposed PatchAttached
```

Exports the Application Purpose Sheet using a specified temporary file.

The purpose specified in the command line option is given priority. Specify the WUMAD file to access, product name, version, and similar information in the temporary file.

3.2.4 Options

Command line options are specified as follows.

Option	Value	Meaning										
-OutputXml	Required	Specify where to save the exported Application Purpose Sheet file.										
-InputXml	Optional	Specify the XML file for the format of Application Purpose Sheet temporary save files.										
-MainWumad	Optional	Specify the WUMAD file to use in Product Information. Can be omitted if specified in the XML file in the -InputXml option.										
-AttToWumad	Optional	Specify the WUMAD file to use in Disc to be Patched. Can be omitted if not producing patched discs or if specified in the XML file in the -InputXml option.										
-Purpose	Optional	Select one of the following purposes. Can be omitted if specified in the XML file in the -InputXml option. <table><tr><td>General</td><td>General Application</td></tr><tr><td>KioskTrial</td><td>Kiosk Demo</td></tr><tr><td>EshopTrial</td><td>eShop Downloadable Demo</td></tr><tr><td>Patch</td><td>Patches</td></tr><tr><td>No4Sale</td><td>Producing Not-for-Sale Discs</td></tr></table> See Section 2.3 Enter Details for details about each field.	General	General Application	KioskTrial	Kiosk Demo	EshopTrial	eShop Downloadable Demo	Patch	Patches	No4Sale	Producing Not-for-Sale Discs
General	General Application											
KioskTrial	Kiosk Demo											
EshopTrial	eShop Downloadable Demo											
Patch	Patches											
No4Sale	Producing Not-for-Sale Discs											
-PurposeDetailsFlag	Optional	Select one or more of the following purposes, delimited with commas. If selecting two or more, enclose the entire value in quotation marks. Can be omitted if it is not necessary to specify the details of the purpose or if specified in the XML file in the -InputXml option. <table><tr><td>DiscProduction</td><td>Disk Production</td></tr><tr><td>DownloadRelease</td><td>Download Release</td></tr><tr><td>KioskStandalone</td><td>Standalone Disc</td></tr><tr><td>KioskNetwork</td><td>Networked Retail Kiosks</td></tr><tr><td>PatchAttached</td><td>Production of Patched Discs</td></tr></table> See Section 2.3 Enter Details for details about each field.	DiscProduction	Disk Production	DownloadRelease	Download Release	KioskStandalone	Standalone Disc	KioskNetwork	Networked Retail Kiosks	PatchAttached	Production of Patched Discs
DiscProduction	Disk Production											
DownloadRelease	Download Release											
KioskStandalone	Standalone Disc											
KioskNetwork	Networked Retail Kiosks											
PatchAttached	Production of Patched Discs											
-Language	Optional	Specify the language code to use for displays. (Example: ja or en)										

Option names can be omitted unless doing so would be ambiguous.

If there is a problem with the arguments specified, help for the command line option is displayed in standard output.

Figure 3-1 Command Line Option Help

3.3 Temporary Save Files

The Application Purpose Sheet temporary file specified in the `-InputXml` option.

3.3.1 Format

The format of the Application Purpose Sheet temporary file is as follows.

```
<?xml version="1.0" encoding="utf-8"?>
<purpose-directions format-version="2014-05">
  <product-info> <!-- Product information -->
    <product-name></product-name> <!-- Product name -->
    <wumad-path></wumad-path> <!-- wumad path for the product -->
    <minor-version>0</minor-version> <!-- Submission version for the
product -->
  </product-info>
  <attachedto-product-info> <!-- Information on the disc the patch is for
(optional element) -->
    <wumad-path></wumad-path> <!-- wumad path for the disc the
patch is for -->
    <minor-version>0</minor-version> <!-- Submission version of the disc
the patch is for -->
```

```
</attachedto-product-info>
<purpose index="0x00000000" flag="0x0000000000000000">
  <!-- @index: flag value indicating the purpose, @flag: flag value
indicating the detailed purpose -->
  <other-details /> <!-- Description of "Other" purposes -->
</purpose>
<memo /> <!-- Comments -->
</purpose-directions>
```

Create the file in XML format with UTF-8 encoding.

The product code, remaster version, and header/data CRCs are written to the values recorded in the WUMAD file, so it is not necessary to specify them in the temporary file. When exporting files with the GUI version, these values are embedded, but they are ignored when loading the file.

For `minor-version` and other elements where specifying a numeric value can be omitted, delete the element rather than leave it blank.

The path specified for the `wumad-path` element can also be specified as a relative path from the Application Purpose Sheet temporary file.

The `skeleton_general.xml` (for normal applications) and `skeleton_indispatch.xml` (for producing discs with patches applied) skeleton files are included in the editor for use as needed. The purpose and detailed purpose must be specified separately, such as with command line options, for normal applications.

Revision History

Version	Revision Date	Action	Description
2.1	2015-12-21	Changed	1.2 Required Environment Added that there will be no issues as long as .NET Framework 4 or later is used. 2.3.4 Patches Deleted line about not being able to select Production of Patched Discs.
2.0	2014-05-26	Changed	1.1 The Application Purpose Editor Changed the description in keeping with additional purposes on the Application Purpose Sheet. 1.2 Required Environment Changed in keeping with changes in the required environment. 2.1 Overview Changed the overview of how to use the editor. 2.2 Entering Master Data Made overall changes to content in keeping with changes to the interface. 2.3.1 General Application Changed the listing to indicate that this item needs to be selected even when sold at no charge if distributed from eShop. 2.3.2 (RID) Demo Deleted the part that read, "At the time this document was released, ROMs capable of running on networked kiosks could not be produced." 2.3.4 Patches Changed the Japanese name of this item. Changed the information on how to enter the Disc to be Patched information. 2.3.5 Producing Not-for-Sale Discs Revised the item name in keeping with changes to the UI. 2.5 Saving and Loading a Temporary File Changed the information listed to indicate that Application Purpose Sheets that have already been exported cannot be loaded.
		Added	3 Using the Command Line Version
1.1	2012-11-14	Changed	2.3.1 General Application Deleted the information about remastered applications.
1.0	2012-10-18	—	Initial version.

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